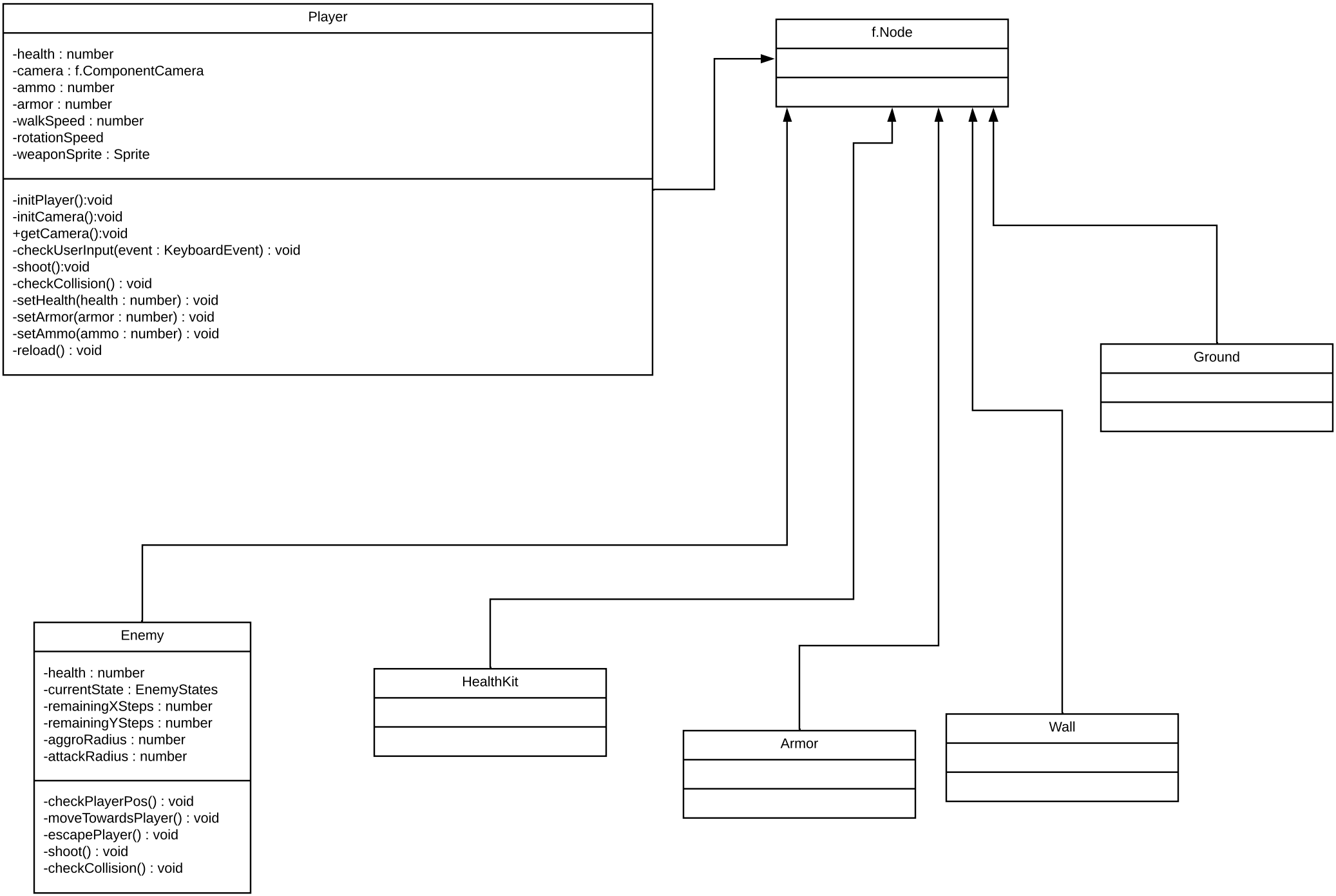
Player
-health : number
-camera : f.ComponentCamera
-ammo : number
-armor : number
-walkSpeed : number
-rotationSpeed
-weaponSprite : Sprite
-initPlayer():void
-initCamera():void
+getCamera():void
-checkUserInput(event : KeyboardEvent) : void
-shoot():void
-checkCollision() : void
-setHealth(health : number) : void
-setArmor(armor : number) : void
-setAmmo(ammo : number) : void
-reload() : void
f.Node
Ground
Enemy
-health : number
-currentState : EnemyStates
-remainingXSteps : number
-remainingYSteps : number
-aggroRadius : number
-attackRadius : number
-checkPlayerPos() : void
-moveTowardsPlayer() : void
-escapePlayer() : void
-shoot() : void
-checkCollision() : void
HealthKit
Armor
Wall